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wireless or dedicated high-speed interconnects. The Communications Provider can also provide messaging services, such as e-mail, instant messaging, and SMS texting. Another type of Communications Provider is the Network Service Provider (NSP) which sells bandwidth or network access by providing direct backbone access to the Internet. Network service providers include telecommunications companies, data carriers, wireless communications providers, Internet service providers, cable television operators offering high-speed internet access, etc.

Data Exchange 988 interconnects the several modules inside ISP 970 and connects these modules to users 982 via network 986. Data Exchange 988 can cover a small area where all the modules of ISP 970 are in close proximity, or can cover a large geographic area when the different modules are geographically dispersed. For example, Data Exchange 988 can include a fast Gigabit Ethernet (or faster) within a cabinet of a data center, or an intercontinental virtual area network (VLAN).

Users 982 access the remote services with client device 920, which includes at least a CPU, a memory, a display and I/O. The client device can be a PC, a mobile phone, a netbook, tablet, gaming system, a PDA, etc. In one embodiment, ISP 970 recognizes the type of device used by the client and adjusts the communication method employed. In other cases, client devices use a standard communications method, such as HTML, to access ISP 970.

Embodiments of the present disclosure may be practiced with various computer system configurations including hand-held devices, microprocessor systems, microprocessor-based or programmable consumer electronics, minicomputers, mainframe computers and the like. The disclosure can also be practiced in distributed computing environments where tasks are performed by remote processing devices that are linked through a wire-based or wireless network.

With the above embodiments in mind, it should be understood that the disclosure can employ various computer-implemented operations involving data stored in computer systems. These operations are those requiring physical manipulation of physical quantities. Any of the operations described herein that form part of the disclosure are useful machine operations. The disclosure also relates to a device or an apparatus for performing these operations. The apparatus can be specially constructed for the required purpose, or the apparatus can be a general-purpose computer selectively activated or configured by a computer program stored in the computer. In particular, various general-purpose machines can be used with computer programs written in accordance with the teachings herein, or it may be more convenient to construct a more specialized apparatus to perform the required operations.

The disclosure can also be embodied as computer readable code on a computer readable medium. Alternately, the computer readable code may be downloaded from a server using the data exchange interconnects described above. The computer readable medium is any data storage device that can store data, which can be thereafter be read by a computer system. Examples of the computer readable medium include hard drives, network attached storage (NAS), read-only memory, random-access memory, CD-ROMs, CD-Rs, CD-RWs, magnetic tapes and other optical and non-optical data storage devices. The computer readable medium can include computer readable tangible medium distributed over a network-coupled computer system so that the computer readable code is stored and executed in a distributed fashion.

Although method operations may be described in a specific order, it should be understood that other housekeeping

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operations may be performed in between operations, or operations may be adjusted so that they occur at slightly different times, or may be distributed in a system which allows the occurrence of the processing operations at various intervals associated with the processing, as long as the processing of the overlay operations are performed in the desired way.

Accordingly, the disclosure of the example embodiments is intended to be illustrative, but not limiting, of the scope of the disclosures, which are set forth in the following claims and their equivalents. Although example embodiments of the disclosures have been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications can be practiced within the scope of the following claims. In the following claims, elements and/or steps do not imply any particular order of operation, unless explicitly stated in the claims or implicitly required by the disclosure.

What is claimed is:

1. A method for displaying a video game to spectators, comprising:

receiving votes from spectators to remove a player from a video game;

determining whether a number of votes received to remove the player from the video game meets a threshold level required to trigger removal of the player from the video game; and

if the number of votes received to remove the player from the video game meets the threshold level required to trigger removal of the player from the video game, generating a command configured to cause the player to be removed from the video game.

2. The method of claim 1, wherein determining whether the number of votes received to remove the player from the video game meets the threshold level required to trigger removal of the player from the video game includes:

weighting a vote received from a spectator based on a skill level of the spectator in the video game, the skill level is a level of skill reflected by metrics in a spectator's game profile for the video game.

3. The method of claim 2, wherein the metrics in a spectator's game profile for the video game include one or more of how often the spectator plays the game, the spectator's game rating, the spectator's video game statistics, and the spectator's accomplishments in the video game.

4. The method of claim 2, wherein a vote received from a spectator having a relatively high level of skill in the video game is accorded more weight than a vote received from a spectator having either an average level of skill in the video game or a relatively low level of skill in the video game.

5. The method of claim 1, wherein the threshold level of votes required to trigger removal of the player from the video game is 60% of an overall number of votes received regarding the player.

6. The method of claim 2, wherein the threshold level of votes required to trigger removal of the player from the video game is 60% of an overall number of weighted votes received regarding the player.

7. The method of claim 1, wherein the command is transmitted to an online gaming system and the command instructs the online gaming system to remove the player from the video game without giving the player access to override the command.

8. The method of claim 1, wherein the command is transmitted to an online gaming system and the command instructs the online gaming system to insert into the video